



The Bossonian conquests had ventured far to the south into Stygian lands. "An abandoned fort? Stygian silence is naught. By Crom, nothing but dread and destruction will follow in these cursed lands," Conan replied sullenly, in stark contrast with the commanders who celebrated their conquest over laughter and spilled wine. Meanwhile, knights were marching south.

Conan's warnings had gone unheeded, so he was not surprised when he received a letter weeks later to check upon the conquered fort. However, he did not appreciate the subtle provocation to act immediately, as it mentioned that Bêlit and Hadrathus had already been sent out to investigate. He had to ride fast. Mounting his trusted steed, Conan laid waste to the rustic fields of Aquilonia that he had to traverse to reach the fort embedded deep within the southern marshes.

Days of haste and adrenaline were replaced by the melancholic marshes, inviting Conan to slow his trot. Battling his feelings, he finally reached his destination. There it lay as the sun had set, its walls dark and brooding, slowly being overtaken by the night sky. The moon turned crimson-red and covered the bleak scenery with an unearthly, sinister mantle. He spotted his comrades pressed against the wall, signaling him to lay low. At that moment, a creature with leathery wings rose from the fort, blotting out the moonlight and accompanied by screams of madness and moral distress.



Winning the Game:



To win, the Heroes must kill Skuthus or rescue 6 Bossonian Guards.



To win, the Overlord must kill 6 Bossonian Guards with Spectral Guards.



The Heroes start in the areas indicated by the setup diagram.

Heroes:

- Conan the Berserker (Conan's Sword), commands the Bossonian Guards
- Bêlit (Ornamental Spear, Leather Armor, Buckler), commands the Bossonian Guards
- Hadrathus (Spells: Mitra's Halo, Borne by the Wind, Telekinesis, Lightning Storm), commands the Bossonian Guards



After setup, each hero moves 3 gems from their Reserve zone to their Fatigue zone.



The game starts with the Overlord's turn.



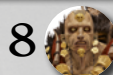
The Overlord starts with 0 gems in their Reserve zone and 8 in their Fatigue zone, and places the Recovery token showing a recovery value of 7 in the Book of Skelos.



Reinforcements: The Overlord gains 6 reinforcement points . The Overlord cannot reinforce more than 2 units per reinforcement area, but must use all the points to reinforce Bossonian Archers or Bossonian Guards if their miniatures are available (even though Guards are allied to the Heroes).



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Special rules:

Game Board Rules: Standard game board rules apply.

Spirit Possession: During his activation, Skuthus can spend gems to activate up to 3 Bossonian Guards using the Activating Allies rule. Other Bossonian Guards and Heroes hinder the possessed guard. If a possessed Bossonian Guard jumps from a parapet, he dies instantly and becomes a Spectral Guard if a green base is available. This is the only way to turn a Bossonian Guard into a Spectral Guard. When a Spectral Guard dies, remove the green base. There can be a maximum of 5 units (Skuthus included) with green bases in the game at a time.

Spirit Evasion: At any time during the Overlord's turn, if there is at least 1 Spectral Guard on the board, the Overlord may attach (or remove) an available green base on Skuthus's miniature. While Skuthus has a green base, he gains Spirit Evasion; he cannot suffer damage and does not count towards hindering. If at any point there are no Spectral Guards on the board, Skuthus immediately loses Spirit Evasion.

Conan's Mount: If Conan the Berserker receives any damage from a Ranged Attack, the horse dies while Conan takes no damage. When this happens, replace Conan the Berserker's miniature and Hero sheet with Conan the Destroyer's. Move the gems to the same position of the Hero sheet.

Allies in Conflict: Bossonian Guards and Bossonian Archers cannot attack each other and do not hinder each other.

Bossonian Guards: All 3 Heroes can command the Bossonian Guards as if they had the Leadership skill except Heroes cannot assign gems to perform a Guard action with them. Each Bossonian Guard can be activated by the Heroes once per Action phase and once per Overlord's Activation phase.

Chaos Ensues: During setup, place the token and the token on space 0 of the Turn track. Every time a Spectral Guard kills a Bossonian Guard, increase the token by 1. Each time a Bossonian Guard reaches an area with a token, remove their miniature from the board and increase the token by 1. These Guards are considered rescued.

Webs: A non-flying unit (Hero or Overlord) entering an area with a token loses their remaining base movement points. Place the token on the unit's miniature. The unit cannot move until it spends 3 movement points in a single turn to remove the token from the game.

Optional Substitutions: Zelata, Kerim Shah and Forest Demon may substitute for Hadrathus, Bêlit and Giant Snake respectively.



Khauran is a small country, wedged between the great Western states and the sultanates of the Far East. Its major city—also called Khauran—is an affluent trade center that controls many caravan routes. Like a watchtower, it stands near the river that separates the lush regions from the vast, sandy desert.

Threatened for decades by the Shemite nomads and the Zuagir pillagers who prowl the deserts to the East, the kingdom has always relied on contingents of mercenaries from all Hyborian nations to defend itself. Though not of Hyborian blood, Conan—the mighty Cimmerian—finds himself among those troops after having pledged his sword for gold. A fitting duty for the barbarian; clashing swords with Shemites by day, and squandering his pay on wine and soft flesh in the taverns of Khauran by night.

During a night of carousing, Conan overhears a whispered conversation regarding a conspiracy against Queen Taramis. He learns that the Captain of the Royal Guard could be leading the conspirators with the support of the King of Zamora. The Cimmerian knows that the queen rewards loyalty, but he also knows that without solid evidence, it will be impossible for him to thwart the conspiracy officially. Thus, he decides to act directly and, with the help of a few acolytes, heads toward the inn where the conspirators are expected to meet, convinced that he will find evidence of their treachery.



Winning the Game



If a hero has fled the tavern with the spellbook; the heroes win the game.



At the end of turn 7, if the Overlord has prevented the heroes from fleeing the tavern with the spellbook; the Overlord wins the game.



The game starts with the heroes' turn.
The heroes start in the ❶ area.

Suggestions for 3 heroes:

- Conan (Chain Mail, Conan's Sword)
- Bêlit (Leather Armor, Ornamental Spear)
- Hadrathus (Shield, Sword, Mitra's Halo and Lightning Storm). Hadrathus does not start with Mitra's Halo cast.

After setup, each hero moves 4 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 9 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 4 reinforcement points .

Fire at will: Each unit may perform a Ranged Attack if able.



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Special Rules:

Chests: During setup, the Overlord randomly places 2 tokens numbered 1 and 2, with their chest side faceup, as indicated by the setup diagram.

Captain's Key: When the Captain dies, place the Key card in the Captain's area.

Opening Chests: A hero without the Captain's key can perform a complex Manipulation with a difficulty of 4 to open a chest. A hero with the Captain's key can perform a simple Manipulation instead. If the hero succeeds, the chest is opened: flip that chest's token. If the chest is numbered "1", it contains the spellbook and that hero immediately picks up the Spellbook card. If the chest is numbered "2", the chest is empty and the token is discarded.

Fleeing the Inn: A hero can flee the inn from one of the outer areas to the south of the board by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.

Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn, or to move between areas of different elevations.

Leaping From/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a railing from a ground floor area to a balcony area by moving 2 gems from their Reserve zone to their Fatigue zone.

Leaping From/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can come across a banister from a ground floor area to a stair area by moving 2 gems from their Reserve zone to their Fatigue zone.



Tony Bezant



The steep walls of the ancient fortress obscure the bottom of the valley. There, in the confines of the world known to Hyborians, where the legends surrounding the Black Kingdoms are born, a small group of intrepid adventurers dares to brave the dense vegetation that seems to be protecting the dark forgotten edifice.

Yag-Kosha guides his companions through this vegetal maze. The terrifying, yet peaceful extraterrestrial is searching for the magical gem that once belonged to his people, containing a world in which he can be reincarnated as Yogah of Yag.

After centuries of captivity, chained to the torture stand of the deplorable sorcerer Yara, his only wish is to end his days in peace as the last representative of his kind.

Accompanied by Hadrathus, who has come to help him perform the necessary ritual, the celestial being however knows that his time is running out. Conan, the seasoned mercenary from Cimmeria who escorts them, has discovered that they are being tracked down by a group of relentless and dangerous witch hunters, the Kushites. Being well-trained in the art of ensnaring their prey before slaying them without further ado, these witch hunters are determined to destroy the strange creature they believe to be a demon.



Winning the Game:



If Shubba dies (the Orb is linked to Shubba. Yogah cannot use it while Shubba is still alive), and Yogah of Yag has fled the fort with the Orb before the end of turn 8; the heroes win.



If Yogah dies before the end of turn 8; the Overlord wins.

In any other case, both sides lose at the end of turn 8.



The game starts with the heroes' turn.

The heroes start in the areas indicated by the setup diagram.

Suggestions for 3 heroes:

- Conan (Sword, Leather Armor),
- Hadrathus (Parrying Dagger, Bori's Rage, and Mind Control),
- Yogah of Yag (Ornamental Spear, Gift of Life, and Mitra's Healing).



After setup, each hero moves 6 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 7 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 5 reinforcement points

Forced March: The Overlord can activate a Kushite unit tile without moving gems from their Reserve zone to their Fatigue zone. The activated Kushite unit tile is placed at the end of the River, after the event tile.



Shubba has Teleportation, Set's Possession, Lightning Storm and Energy Drain.



Special Rules:

Kushites: Afari, Shafiah, Ghayoor and Shubba are considered to be Kushite units.

Yag's Orb: Yag's Orb is represented by the Stygian Artifact equipment card. It has an encumbrance value of 8. It is made from a mysterious material of incredible density glinting with a strange blue light. A Hero with the Orb card cannot leap or fall. The Orb cannot be thrown.

Doors: A character other than a Hyena can move across a door as though it were a border by spending 1 additional movement point. After a character moves across a door, remove that door from the board.

Fleeing the Fort: A hero can flee the fort from one of the exit areas marked ① by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.

Line of Sight: A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.

Leaping from Walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead.

Rock Slide: A character can move into a rock slide area from an adjacent area. The character must spend 2 extra movement points unless the character has Climb.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 1 Stygian Artifact, 1 Life Potion, 1 Bossonian Bow, and 1 Tribal Mace.



Yag-Kosha has escaped from centuries of captivity and torture in the hands of the mad sorcerer known as Yara, a devil in human form and the terror of the kingdom of Zamora. The peaceful alien is now looking for a magical gem that once belonged to his people, a jewel of crimson crystal called the Heart of the Elephant. Thanks to this fabulous gem and the world it contains, he can be reincarnated as Yogah of Yag and end his days in peace as the last representative of his kind.

However, Yara, who aspires to use the magical properties of the gem to enslave kings and fulfill his fiendish ambitions, has not been able to discover all of its secrets. He suspects Yogah's wish to find the stone and as such sets a trap for him. Yara decides to hide the gem in a neighboring village, guarded preciously. As an additional precaution, the gem has been hidden among various magical objects and wrapped in a fatal life-draining spell.

Yag-Kosha has no other choice. If he wishes to leave this world which is not his own, and prevent Yara from getting what he wants, he must recover the Heart of the Elephant.



Winning the Game:



If Yogah of Yag has fled the village with the two Xuthal's Crowns in his possession before the end of turn 10; the hero wins the game.



If the Overlord prevents Yogah of Yag from fleeing with the two Xuthal's Crowns by the end of turn 10; the Overlord wins.



The game starts with the hero's turn.

Suggestion for 1 hero:

- Yogah of Yag (Halberd, Set's Possession, Mitra's Healing).

After setup, Yogah of Yag does not move any gems from his Reserve zone to his Fatigue zone.



The hero plays their stance phase as if one hero had died during the game. They move 3 gems from their Fatigue zone to their Reserve zone when they choose an aggressive stance and 6 gems when the hero is cautious.



- The Overlord starts with 5 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.



Reinforcement: 2 reinforcement points



Special Rules:

Xuthal's Crowns: When Yogah of Yag picks up a Xuthal's Crown, place one gem from his Fatigue zone to the Xuthal's Crown equipment card. If there are no gems in his Fatigue zone, take a gem from those assigned to action spaces or spell cards. If those are also empty, take a gem from his Reserve zone. As long as this gem is on the Xuthal's Crown card, it is no longer available to Yogah of Yag and thus no longer counts toward his life point total.

If Yogah of Yag drops the Xuthal's Crown, move the gem to his Fatigue zone.

Hut Flaps: A character must spend 1 extra movement point to move across a border into or out of a hut. The hut flaps at the entrance of each hut block line of sight.

Climbing: A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.

Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.

Fleeing the Village: A hero can flee the village from one of the three village entrance areas (northwest, southwest and east) by spending movement points as though the hero was moving across a border. The hero's model is then removed from the board. Once a hero has fled, the hero's model cannot be returned to the board.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 2 Life Potions and 2 Xuthal's Crowns.





The Queen of the Black Coast is pleased. Accompanying this priest of Asura named Hadrathus has proved to be the right choice. Standing there, in front of the ruins of a forgotten thousand-year-old building, engulfed by the lush vegetation, she has no regrets accepting the small fortune that the priest has given her to be escorted to the wild shores of the Kush kingdom. Not knowing how to control her greed, the Shemite devil, surrounded by a handful of her black buccaneers, has followed the priest through the sinister jungle in the hope of discovering a much more impressive bounty; she has the feeling that Hadrathus is pursuing relics of immeasurable value.

During his mystical research, Hadrathus has discovered that mirrors belonging to the wizard Tuzun Thune of ancient Valusia are still intact. They could help him call into question Reality as we know it, thus giving concrete evidence to the sacred word of Asura, which teaches his disciples that life is an illusion and that Truth lies beyond death.

While the priest rejoices at the idea of getting his hands on the cursed mirrors, the small group is unaware of the impending danger. Indeed, following his divinations at the Temple of Jullah, the fearful Inquisitor Ageera has sent his fanatical hunters on their trail. Ageera, who spends his life chasing and slaughtering all demon-summoning sorcerers, intends to destroy the sacrilegious relics and chastise the heretics.



Winning the Game:



The Heroes must protect the artifacts. If there is at least one artifact on the board at the end of turn 7; the heroes win the game.



If the Overlord destroys the three artifacts before the end of turn 7; the Overlord wins.



Suggestions for 2 heroes:

- Bêlit (Halberd) and 5 Bêlit's Guards,
- Hadrathus (Sword, Borne by the Wind, Set's Possession and Lightning Storm).

After setup, each hero moves 3 gems from their Reserve zone to their Fatigue zone.



The game starts with the Overlord's turn.

The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.



Crowd Control: see Special Rules.



Shubba has Energy Drain, Mind Control, and Teleportation.



Special Rules:

Artifacts: During setup, the Overlord places the artifacts, represented by the tokens , as indicated by the setup diagram. A Kushite (Afari, Ghayor, Shafiah and Shubba) in an artifact's area may perform a Melee Attack and roll at least 2 symbols in a single attack to destroy that artifact. This Melee Attack follows the same rules as any Melee Attack (Sacrifice, Circular Strike, etc.) and Bêlit's Guards can use Sacrifice to defend the artifacts.

Crowd Control: The Overlord activates up to two Bêlit's Guards as if they were units. During these activations, the Overlord follows all rules regarding unit tile activation (movement, attack etc.) and can use benefits. The Overlord cannot use Leap with a Bêlit's Guard model to leap from the walls.

Line of Sight: A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.

Leaping from Walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead.

Rock Slide: A character can move into a rock slide area from an adjacent area. The character must spend 2 extra movement points unless the character has Climb.





In the past Zamboula was but a small trading-town, lying amidst a ring of oases. It was conquered by the Stygians and they built it into a city; the ceaseless caravans crossing the Kharamun desert brought it riches. Then Turanian invaders galloped out of the East to thrust back the boundaries of Stygia.

Today, a burning sun glares down with its relentless heat upon the exotic streets of the city. For a generation now the noisy and colourful Zamboula has been Turan's westernmost outpost, ruled by the Turanian satrap Jungir Khan.

As he wanders through the streets in the shade of the towers and minarets, Conan wipes the sweat away from his eyes. He curses the contract that causes him to wear armor in such conditions, but he has little choice because the mission is a dangerous one. The Cimmerian mercenary is continuing the quest of Pelias the sorcerer, who came to find the Star of Khorala, a jewel of inestimable value stolen from the Queen of Ophir.

The information gathered by the sorcerer has led the small group here where they are to meet a certain Jamal. Unfortunately for them, this Turanian captain has been imprisoned, having had the bad idea to aggravate Totrasmek, the sinister priest of Hanuman who is feared as much by the priests of Set as by the Turanians, and it is said that even the Satrap avoids him.

The mercenaries have no choice but to try to get the captain out of the citadel where he is being held by Totrasmek's evil servant, the lethal and colossal strangler known as Baal Pteor.



Winning the Game:



If the heroes help the Captain flee the citadel before the end of turn 8; the heroes win the game.



If the Overlord prevents the Captain from fleeing the citadel by the end of turn 8; the Overlord wins the game.



The game starts with the heroes' turn.

Suggestions for 4 heroes:

- Conan Mercenary (Conan's Sword).
- Amboola (Pirate Saber).
- Taurus (Parrying Dagger and Throwing Knives).
- Pelias (Ring, Hand of Death, Lightning Storm, Set's Bite and Bor's Rage).



After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 9 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 3 reinforcement points



Special Rules:

Ring: During setup 4 red gems are placed on the Ring card. These gems can be used by the hero carrying the Ring only to cast spells. When the hero carrying the Ring wants to use these red gems to cast a spell, they move them from the Ring card to the spell card. The gems used in this way must not raise the total number of gems on the spell card above its exertion limit. A hero can combine the red gems with their own gems from their Reserve zone to cast a spell. During the start phase and the end phase of each heroes' turn, the carrier of the ring moves the red gems from the spell cards to the Ring card. The red gems of the Ring card are never counted when calculating the life points of a hero.

Baal Pteor : When he dies, the key he is carrying falls to the ground, the Overlord then places the Key equipment card on the area where Baal-pteor was. A hero can then pick it up by performing a simple Manipulation.

Doors: A hero in an area adjacent to a door can perform a complex Manipulation with a difficulty of 4 to pick the lock. If the hero succeeds, the door is removed from the board. A hero carrying the key can open the doors by performing a simple Manipulation. Overlord units can pass doors freely. If an Overlord unit passes through a door, the door is removed from the board. The doors circled in red are shutters. They follow the same rules as doors regarding lock-picking. A model can never move between the two areas that a shutter separates, whether it is opened or not. Opening a shutter simply creates a line of sight between the two areas it separates.

Bossonian Guards and Captain: During setup, the heroes place 2 Bossonian Guard models without their colored base and the Captain model as well as their corresponding tiles beside the board. The Overlord places the Captain's life point token on space 4 of the turn track.



Cells: During setup, the Overlord randomly places the 3 tokens numbered 1 to 3 on the board as indicated by the setup diagram. These tokens represent the prison cells holding the Captain and the two Bossonian Guards. When a hero has line of sight to an area containing a Cell token, the hero flips that token faceup. If a token numbered 2 or 3 is revealed, the Cell token is replaced by a Bossonian Guard model without a colored base. If a token with the number 1 is revealed, the Cell token is replaced by the Captain model. The Bossonian Guard and Captain models are considered as heroes' allies. The heroes can activate them using their Leadership skill.

Fleeing the citadel: A hero or an ally can flee the citadel from an area outside the citadel to the west of the board indicated by ① on the diagram, by spending movement points as though they were moving across a border. The model is then removed from the board. Once a hero or an ally has fled, they cannot be returned to the board. The Overlord units cannot flee the citadel.

Leaping From/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls 🎲🎲 for falling damage. If the character has Leap, the character rolls 🎲 instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 1 extra movement point.

Pit: A character must spend 1 extra movement point to move out of the pit area.

Cellar windows: The cellar windows do not block line of sight.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 1 Explosive Orb, 1 Axe, 1 Zingarian Breastplate, and 1 Life Potion.





Conan and his men have journeyed for several hours from Velitrium, the raw, turbulent frontier town situated on the banks of Thunder River. There, on the western border of the kingdom of Aquilonia, the Cimmerian thinks back to the time of the end of Conajohara. This province was slowly conquered from wild Pictish territory, whose people were pushed back beyond the Black River in a succession of bloody massacres.

Returning to Aquilonia after many years of adventure, Conan has been given a command position in King Numedides' army. He has not forgotten Zogar Sag, the sinister shaman who unified the tribes and enabled the lost territory to be reclaimed. Fort Tuscelan, then the most western fortress of Aquilonia, was wiped off the map, and many settlers and soldiers perished at the hands of the Picts who were drunk with revenge and fury.

If General Conan and a company of Bossonian infantry patrol the border today, it is because the Picts are once again restless and the Cimmerian has wanted to come and inspect the zones on the banks of the Thunder himself. As the company stops in the ruins of a village once destroyed by the Picts, warriors wearing war paint suddenly appear and fall upon the soldiers who have neither seen nor heard them emerge from the age-old forest.

Suddenly the blood of the Cimmerian freezes as the incarnation of a nightmarish legend with its spectral-hued coat pads into the village. A creature almost as big as a bear and with demonic ferocity... a sabertooth tiger.



Winning the Game:



If at least 1 Bossonian Guard is left on the board by the end of turn 7; the heroes win the game.



If all the Bossonian Guards are killed before the end of turn 7; the Overlord wins the game.



Suggestions for 2 heroes:

- Conan the General (Conan's Sword and Chain Mail) and 8 Bossonian Guards.
- Balthus (Bossonian Bow and Parrying Dagger) and Slasher.



After setup, each hero moves 3 gems from their Reserve zone to their Fatigue zone.



The game starts with the Overlord's turn.



The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 3 reinforcement points .

Forced March: The Overlord chooses a unit tile of Pict Hunters, Pict Archers or Pict Warriors. All the models of that tile can move according to their movement value. The Overlord can use the Movement benefit.



Special Rules:

Bossonian Guard: Only Conan the General can use Leadership to activate the Bossonian Guards. For this scenario, Conan the General and Balthus cannot spend gems to defend the Bossonian Guards.

Slasher: Only Balthus can use Leadership to activate Slasher.

Water: A character must spend 1 extra movement point to move out of a water area. A character can move from a water area to an adjacent wood area by spending 2 extra movement points.

Leap: Leaping over the water area around the altar in a single movement is not possible. The character must stop in the altar area before performing a second leap.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains 1 Javelin, 1 Explosive Orb, and 1 Life Potion.





Zingara is a proud and powerful country, bordering the great western sea. Yet for many years, even though the country is endowed with fertile land, the king and his ancestors before him have had their eyes riveted on the rich country of Poitain situated on the other side of the river Alimane. This province, owned by Aquilonia, is geographically separated from the rest of their kingdom by a chain of mountains in the North, whereas only the Alimane separates it from Zingara.

Although he hesitates in declaring open war, the envious monarch has decided to test the defenses and the resistance of the province by organizing a raid led by a company of mercenaries. What better than to entrust the command to a renegade seeking redemption. Captain Zaporavo, a former buccaneer, will make the perfect sacrificial hero without the risk of officially incriminating Zingara.

The objectives given to the mercenaries are twofold, firstly to spread confusion, then to get rid of the troops posted at the border of the two countries. For this, Zaporavo has recruited formidable wizards and assassins, acquaintances met during his buccaneering years. With their help, he intends to destroy the main Aquilonian border post and to eradicate the garrison occupying the citadel built nearby. A mission more than perilous, but one that will assure him fortune and glory.





Winning the Game:



If the heroes destroy the outpost or sabotage the citadel before the end of turn 8; the heroes win the game.



If the Overlord prevents the heroes from destroying the outpost and sabotaging the citadel before the end of turn 8; the Overlord wins the game.



The game starts with the heroes' turn.

Suggestions for 4 heroes:

- Zogar Sag (Black Staff, 2 Pictish Drinks, Recall, Set's Halo, Set's Bite, and Bel's Caress) and 2 Pict Warriors. Zogar Sag starts with Set's Halo cast.
- Thak (Parrying Dagger).
- Skuthus (Sacrificial Dagger, 1 Life Potion, 1 Elixir, Hand of Death, Life Transfer, Return of the Braves, and Lightning Storm).
- Zaporavo (Pirate Saber) and 2 Pirates.



After setup, each hero moves 4 gems from their Reserve zone to their Fatigue zone.





 The Overlord starts with 8 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 4 reinforcement points  (see special rules).



Special Rules:

- ★ **Two Fronts:** During setup, the Overlord places the two boards next to each other. The action in this scenario happens in two distant locations and at two different moments in time. The events played on the citadel board happen before the action played out on the outpost board. The resolution of certain actions on the citadel board will have an impact on the actions and units on the outpost board. The two boards are separate and are not joined. The models in an area on one board cannot move to an area on the other board.
- ★ **Bossonian Guards:** When the Overlord activates the blue Bossonian Guard tile, all the Bossonian Guard models with a base (of any color) are activated on both game boards. All the Bossonian Guards with a blue and green bases are therefore activated. When the Overlord activates the gray Bossonian Guard tile, all the Bossonian Guard models without a base on both boards are activated.
- ★ **Reinforcement:** The Overlord can bring reinforcements into play in any reinforcement area, on any board. For example reinforcements can be bought into play during the activation of the event tile, on the citadel board and on the outpost board.
- ★ **Return of the Braves:** Skuthus can only reinforce Pirates. He cannot reinforce Pict Warriors.
- ★ **Pict Warrior:** Only Zogar Sag can use Leadership to activate and defend the Pict Warriors.
- ★ **Pirate:** Only Zaporavo can use Leadership to activate and defend the Pirates.
- ★ **Destroying the outpost:** The outpost is considered destroyed when the huts numbered 1 to 6 on the setup diagram are destroyed.
- ★ **Destroying a hut:** A hero next to, or inside, a numbered hut area can target it by performing a Melee Attack. If the hero obtains at least 6 successes during the same attack (4 successes if the maps have been stolen, see Stealing the Maps special rule) the hut is destroyed.
If an orb is exploded in a numbered hut area, the hut is also the target of the area attack.
An Overlord unit with Sacrifice, who is in the same area as the hero attacking the hut, can use this skill to protect the hut.
When a hut is destroyed, the Overlord places a  token on the hut area. If a chest is in same area as a destroyed hut the Overlord removes the chest token from the game. If a model is in the same area as a destroyed hut they suffer an attack of   with no possible reroll (all defenses are possible).
- ★ **Destroyed Hut:** An area with a destroyed hut completely blocks the lines of sight that cross it. To enter an area with a destroyed hut costs an additional movement point, with or without Climb.
- ★ **Sabotaging the Citadel:** During setup the Overlord places the tokens numbered 1 to 3 on the citadel board as shown on the setup diagram. The citadel is considered sabotaged if the weapons are destroyed, the supplies are poisoned and the outpost maps are stolen.

- ★ **Destroying the weapons:** A hero in the same area as the ❶ token can perform a Melee Attack to destroy the weapons. It is not possible for the Overlord units to use Sacrifice to protect the weapons. If the hero obtains at least 4 successes during the same attack, the weapons are destroyed. The ❶ token is then removed from the game. When the weapons are destroyed, and for the rest of the game, the Melee Attack value of the Bossonian Guards on the outpost board is reduced to ❶.
- ★ **Poisoning the supplies:** A hero with the Elixir equipment card and in the same area as the ❷ token can poison the supplies by performing a simple Manipulation. The Elixir card and the ❷ token are then removed from the game. When the supplies are poisoned, and for the rest of the game, the Armor value of the Bossonian Guards on the outpost board is reduced to 1.
- ★ **Stealing the Maps:** During setup the Overlord places the Spellbook equipment card next to the citadel board. A hero in the same area as the ❸ token can steal the maps by performing a complex Manipulation with a difficulty of 3. If the hero succeeds, they take the Spellbook card and the ❸ token is removed from the game.
The maps are considered as stolen after a hero with the Spellbook card has fled the citadel.
As soon as the maps are stolen, and for the rest of the game, the number of necessary successes to destroy a hut is reduced to 4.
- ★ **Fleeing the citadel:** A hero can flee the citadel from an area outside the citadel to the west of the board, or from one of the citadel entrance areas to the north and south of the board, by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.
- ★ **Pictish Drink:** A hero may discard this item to move 2 gems from their Fatigue zone to their Reserve zone but must also suffer 1 wound.
- ★ **Leaping From/Climbing a Balcony:** A character can move across a railing from a balcony area to a ground area as though it were a border. The character rolls ❷ for falling damage. If the character has Leap, the character rolls ❶ instead. A character with Climb can move across a railing from a ground area to a balcony area by spending 1 extra movement point.
- ★ **Pit:** A character must spend 1 extra movement point to move out of the pit area.
- ★ **Hut Flaps:** A character must spend 1 extra movement point to move across a border into or out of a hut. The hut flaps at the entrance of each hut block line of sight.
- ★ **Climbing:** A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.
- ★ **Wooden Huts:** A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.
- ★ **Chests:** During setup, the Overlord makes 2 different Equipment card decks. One for the chests on the citadel board, called the Citadel asset deck, and the other deck for the chests on the outpost board, that is called the Outpost asset deck.
 - ★ Citadel Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The Citadel asset deck contains: 1 Explosive Orb, 1 Life Potion and 1 Turanian Sword.
 - ★ Outpost Chests: During setup, the Overlord places 5 chests on the outpost board as indicated by the setup diagram. The Outpost asset deck contains: 2 Explosive Orbs, 1 Life Potion, 1 Sword, and 1 Tribal Mace.





The rumor was true. The Pict warriors of the Eagle Clan have succeeded in capturing a dragon; one of the terrible primitive creatures that still haunt the immense and ancient forests that border the western coast of the Thurian continent.

Though taming such a monster is unthinkable, even for the Picts, Conan is not unaware that some shamans are also priests of Jhebbal Sag, the Lord of the Beasts. This cult dates back to a time when men and beasts spoke the same language and has been long-forgotten by most. Today only the strongest and smartest animals still remember it.

That is why Conan and a handful of seasoned fighters have made their way to the edge of the village of the Eagle Clan to put an end to the threat that this monster poses to the Bossonian Marches. Those who remember Jhebbal Sag are bound together and can be controlled by one who knows the language of the animals.

With such a weapon in their hands the Picts will not resist the urge to use it against their powerful neighbors in Aquilonia for long. It is a risk that Conan, commander of the Marches, is not ready to take. He knows the Pict ways well and he also knows that it is impossible to surprise them with a vast contingent; the Cimmerian has chosen to form a small squadron of elite who are reckless enough to face the wild beast and the painted warriors on their own territory.



Winning the Game:



If the heroes kill the Dragon before the end of turn 7; the heroes win the game.



If the Overlord prevents the Dragon from being killed before the end of turn 7; the Overlord wins the game.



The game starts with the heroes' turn.

Suggestions for 3 heroes:

- Conan Warlord (Battle Axe and Leather Armor).
- Savage Bêlit (Pirate Saber and Parrying Dagger).
- Pelias (Black Staff, Sacrificial Dagger, Teleportation, Withering, and Eel Skin).



After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 8 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 4 reinforcement points



Zogar Sag has Set's Bite and Magical Dizziness.



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Special Rules:

Dragon : The area between the 4 legs of the dragon is considered as its base with regard to occupied areas. The dragon is counted as one model when calculating hindering. During its capture the Dragon has been poisoned; during setup, the Overlord places a second Dragon tile next to the Book of Skelos with 3 tokens on it to represent this. The Dragon loses to its Melee Attack value per token on this Dragon tile. There can be a maximum of 3 tokens on the Dragon tile. A token is placed on the spaces 2, 4 and 6 of the turn track. When the turn track token is placed on the token, one of the tokens placed on the set aside Dragon tile is removed if possible.

Javelin: The Javelins have been specially made to wound the Dragon. If a hero performs a ranged attack against the Dragon with a Javelin, the Dragon's armor value is ignored. After the attack is performed, the Javelin card is removed from the game, even if the attack has not been successful in wounding the Dragon.

Pictish Fetish: When the Pictish Fetish is burnt, pheromones are released into the air that have the ability to confuse Dragons. A hero with the Pictish Fetish in the same area as the Dragon can burn the Pictish Fetish by performing a simple Manipulation and confuse the Dragon. When the Dragon is confused, the Overlord immediately places the Dragon tile at the end of the River. The Pictish Fetish is then removed from the game.

Elixir: The Elixir has been used by the Picts to poison the Dragon in order to weaken it during its capture. A hero carrying the Elixir can apply the Elixir on one of their weapons with a simple Manipulation. If a hero applies the Elixir on a weapon, the Elixir card is placed under the weapon card and the weapon is considered as being poisoned. If a hero inflicts at least one wound on the Dragon when using a poisoned weapon a token is placed by the Overlord on the Dragon tile that has been set aside during setup. The Elixir card is then removed from the game; the weapon is no longer considered as being poisoned. If the Dragon has not been wounded during the attack then nothing happens and the Elixir card remains with the weapon. There cannot be more than 3 tokens on this Dragon tile.

Hut Flaps: A character must spend 1 extra movement point to move across a border into or out of a hut. The hut flaps at the entrance of each hut block line of sight.

Climbing: A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.

Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 2 Javelins, 1 Pictish Fetish, and 1 Elixir.



The keen eye of the imposing figure scrutinizes every corner of the peaceful Brythunian village. Hidden at the edge of the forest by the dense foliage, the man formulates his plan of attack while recalling the painful circumstances that have led him so far.

Having failed to take over his city of origin by force, he was banished and forced to flee Hyperborea on pain of death. But things could not stop there. Highly skilled in necromancy and dark magic, he is determined to use his terrifying powers to take his revenge. However he now needs an army because the golem, which he has recently crafted during a macabre ritual, is not enough to march against his former city. So it is the corpses of the inhabitants of this country that will provide him with a material of top quality.

Under the cover of nightfall, the Hyperborean sorcerer and his golem swoop down on the inn, the first building on the edge of the village. Faced with these defenseless villagers, the task of the renegade promises to be easy, and he will soon be able to raise his army of undead.

Nevertheless, he hasn't taken Conan into account, the taciturn and dangerous Cimmerian who stays here. Who, having become a general in the Aquilonian army, has been sent on mission to Brythunia accompanied by a squadron of the Black Legion.



Winning the Game:



If the heroes kill the Hyperborean Primitive or prevent the Overlord from killing all the pirates, Bossonian guards and archers before the end of turn 9; the heroes win the game.



If the Overlord kills all the pirates, Bossonian guards and archers before the end of turn 9; the Overlord wins the game.



Suggestions for 3 heroes:

- Conan the General (Scale Mail) with 5 pirates with no base and 5 Bossonian Archers with a purple base
- Pallantides (Shield) with 5 Bossonian Guards with a red base
- N'Gora (Tribal Shield).



 After setup, each hero moves 6 gems from their Reserve zone to their Fatigue zone.



The game starts with the Overlord's turn.

 The Overlord starts with 6 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.

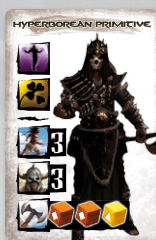


When the Event tile is activated, the Overlord resolves each of the following events in order:

- **Gaining Ground:** (see special rules)
- **Reinforcement:** 5 reinforcement points  (see special rules)



Hyperborean Primitive has Pestilential Swarm and Withering.



Special Rules (part 1):

- * **Pirates, Bossonian Guards and Archers:** When a pirate or a Bossonian Guard or a Bossonian Archer is killed, the Overlord replaces its model with a skeleton model that is placed in a laid down position in the area where the pirate or the guard or the archer was killed. If the model of the guard or archer has a base, the Overlord removes the base and fixes it to the skeleton model that replaces it. The laid down skeleton models do not count for hindering and occupied areas.
- * **Skeletons:** During setup the Overlord places the following Skeleton tiles next to the Book of Skelos: (Gray and purple Skeleton tiles with an Armor of 1, and a red Skeleton tile with an Armor of 0) The Overlord then places 15 skeleton models next to the board. When a skeleton is killed, the Overlord lays the skeleton down in its area rather than removing it from the board. The laid down skeleton models do not count for hindering and occupied areas.
- * **Stygian Artifact:** During setup the Overlord places the Stygian Artifact card next to the board.
- * **Bone Golem:** During setup the Overlord places the second Bone Golem tile beside the Book of Skelos. When the Bone Golem is killed the Overlord places the Stygian Artifact card in the area where the Bone Golem was killed.
- * **Hyperborean Primitive:** The Hyperborean Primitive can only be wounded by a hero carrying the Stygian Artifact. The Hyperborean Primitive cannot be wounded in any other way other than by a hero carrying the Stygian Artifact.
- * **Leadership:** An ally model activated by the heroes using Leadership can move but cannot attack. The heroes cannot use Leadership to defend an ally.
- * **Additional Gem Reserve:** During setup the Overlord places 6 red gems and the second Recovery Value tile beside the Book of Skelos.



Special Rules (part 2):

- * **Gaining Ground:** When the Overlord activates the Event tile and resolves the Gaining Ground event, they resolve each of the following events in order:
 - * The Overlord moves 2 gems from their Additional Gem Reserve to their Fatigue zone. If there are not enough gems in the Additional gem reserve, the Overlord does not move any gems to their Fatigue zone. The gems used to dredge the river are removed from the game and cannot be returned to the game with this event.
 - * The Recovery value of the Overlord is increased. If the Overlord's Recovery value is "3", they place the Recovery Value tile with a value of "5" on the Book of Skelos. If the Overlord's Recovery value is "5", they place the Recovery Value tile with a value of "7" on the Book of Skelos. If the Overlord's Recovery value is "7", the Recovery Value tile is not changed.
 - * A tile is chosen by the Overlord from the tiles put aside during setup and it is added to the end of the River. The Overlord cannot add a tile to the River if all the tiles set aside have already been added. The Overlord can add a unit tile to the River if there is at least one model on the board (laid down or standing) that corresponds to this tile.
The tiles removed from the River when the Overlord dredges the river are removed from the game and cannot be returned to the game with this event.
- * **Reinforcement:** The Overlord can only reinforce units whose tiles are in the River. When the Overlord uses a reinforcement point, they stood up one of the laid down models on the board. If a laid down model is in an occupied area, the Overlord cannot reinforce it.
- * **Pictish Drink:** A hero may discard this item to move 2 gems from their Fatigue zone to their Reserve zone but must also suffer 1 wound.
- * **Walls:** A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.
- * **Leaping From/Climbing a Balcony:** A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.
- * **Leaping From/Climbing a Stairwell:** A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead. A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.





The pirate ship, *The Tigress*, is anchored in the harbor waters of the great Pelishtim city of Asgalun. After a fruitful campaign of bloody robbery and violent pillaging against the Stygian ships; Bêlit, a fiery Shemite captain, and Conan, her lieutenant and lover from the dismal hills of Cimmeria, have decided to have a good time squandering the booty that they have forcefully amassed.

After days of drunkenness, spent in the company of the worst scoundrels hanging around in the most disreputable port alleys of Asgalun; the two terrible lovers have learned a secret. There are two carracks flying the Zingarian flag among the ships anchored in the port that are carrying an exceptional treasure - two finely worked amulets that belonged to the monarchs of the ancient kingdom of Acheron. The jewels represent a fabulous fortune.

Bêlit's greed, and the present lack of action of the Cimmerian, means that it doesn't take them long to rush head first into a new glorious exploit of which they hold the secret. The plan: swim out to the ships, steal the amulets, sink one of the ships to cause confusion and finally block the harbor entrance with the second ship to prevent any attempt of pursuit. The *Tigress* is waiting for them close by and ready to sail.



Winning the Game:



If the heroes flee with a ship and both amulets in their possession before the end of turn 7; the heroes win the game.



If the *Overlord* prevents the heroes from fleeing with both amulets before the end of turn 7, or the *Overlord* kills the two heroes; the *Overlord* wins the game.



The game starts with the heroes' turn.

Suggestions for 2 heroes:

- Conan the Thief (Conan's Sword)
- Bêlit Queen of the Black Coast (Life Potion, Dagger and Short Sword)



After setup, each hero moves 4 gems from their Reserve zone to their Fatigue zone.



The *Overlord* starts with 7 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



- **Reinforcement** : 2 reinforcement points  (see special rules).



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Special Rules:

- ★ **Sinking a ship**: Only one ship may be sunk during the scenario. There are two different ways a hero can sink a ship:
 - ★ A hero in a reinforcement token's area  may perform a complex manipulation with a difficulty of 5 to sink that ship.
 - ★ A hero can throw or drop an explosive orb on a reinforcement token's area . The orb explodes normally and that ship sinks.

When a ship is sunk, the *Overlord* removes from the river the event tile whose number corresponds to the sunken ship. The *Overlord* also removes the sunken ship's reinforcement token from the board. The *Overlord* can no longer use reinforcement on this area. All models without Swim who are present on the sunken ship are swept away with the wreck and are immediately removed from the game. The areas of the sunken ship are now considered as being water areas for the rest of the scenario. The chest tokens and their asset cards remain on the areas where they were previously found. As of the moment when the ship was sunk, the heroes can no longer sink another ship.
- ★ **Water area**: a model on a water area can still fight without penalty. The models with Swim can move from one water area to the adjacent water area by spending an extra 1 movement point. A model on a water area can climb up onto an adjacent ship area by spending an extra 2 movement points. A model without Swim cannot move from one water area to another water area; however they can climb up onto an adjacent ship area by spending an extra 2 movement points.
- ★ **Grapnel**: During setup, the *Overlord* places the Grapnel token  on the board as indicated by the setup diagram. A model on a water zone can climb up onto an adjacent ship area that contains the Grapnel token without spending additional movement points.
- ★ **Alarm**: During the *Overlord's* turn, they can activate only 0 or 1 tile. As soon as a ship is sunk, the alarm is raised and the *Overlord* can normally activate 0, 1 or 2 tiles.
- ★ **Reinforcement**: If all the models of an *Overlord's* unit tile have been killed, the *Overlord* can no longer bring in the models of this unit in a reinforcement event.
- ★ **Fleeing**: The heroes must sink one of the ships to flee with the other one. If at least one of the heroes, with both amulets in their possession, is alone on a ship (without any of the *Overlord's* models present on the ship) at the end of a heroes' turn, they can flee with the ship and the heroes win the game.
- ★ **Jump**: If a hero or one of the *Overlord's* units fails to leap, they fall into the water and their model is placed in the water area above which they tried to leap. The heroes or the *Overlord* can decide to fall directly into the water without spending additional movement points. This action does not require any particular skill.
- ★ **Chests**: During setup, the *Overlord* places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 1 Explosive Orb, 1 Life Potion and 2 Amulets. A hero must perform a complex manipulation with a difficulty of 3 to open a chest in a water area.



Bahram, the influential sorcerer in the service of the Sultan of Iranistan, has lost control of his powers. He has become a shape-shifter against his own will and no one knows whether this is a punishment from the gods or a curse picked up from his excessive studies of impious mysteries. As the evil continues to worsen, and in fear of losing his human envelope once and for all, the sorcerer has started a complex and dangerous ritual in order to lift this curse. The Sultan, on the other hand, does not wish to run any risks and has sent Prince Kerim Shah to solve the problem at his discretion; Bahram has become a danger to the ruling family and the people around him.

Kerim Shah is unwilling to send his best warriors to certain death so he buys the services of a band of killers in the streets of the cosmopolitan and colorful Zambula, in Turanian territory. Killers that, provided they are highly paid, have little regard for the dangers that may be incurred; a renegade from the Black Kingdoms - a taciturn barbarian from the north, and a Shemite warrior whose beauty is as dark as her blade is deadly.

Their orders are simple, find Bahram and eliminate him. However, in the face of the sorcerer's power, the Sultan will be satisfied if the group succeeds, at the very least, in preventing his ritual thus leaving him to end his days in the form of an animal.



Winning the Game:



If the heroes kill the sorcerer, or prevent the Overlord from warding off the curse before the end of turn 7; the heroes win the game.



If the Overlord wards off the curse before the end of turn 7; the Overlord wins the game.



Suggestions for 4 heroes:

- Conan the wanderer (Axe)
- Savage Bêlit (Dagger and Parrying Dagger)
- Kerim Shah (Sword)
- Amboola (Dagger)



After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.



The game starts with the Overlord's turn. The Overlord starts with 11 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 5 reinforcement points

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During setup the Overlord places the tokens numbered 1 to 3 faceup on the board as indicated by the set up diagram to represent the altars.



The Sorcerer has Return of the Braves and Mitra's Halo.



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Special Rules (part 1) :

* **Animal Form:** At the beginning of the scenario the tiles of the Giant Spider, the Giant Scorpion and the Camel are placed next to the Book of Skelos, unbloody side faceup, these tiles are considered as being the animal form tiles. The models of the Giant Spider, the Giant Scorpion and the Camel are placed next to the Book of Skelos, these models are considered as being the animal form models.



* **Pirate:** During setup the Overlord places the Pirate tile (orange, armor value 2 and movement value 2) next to the Book of Skelos. Pirates are considered neither as being heroes' allies nor Overlord units; they do not count for hindering for either side. Pirates can only be killed by a melee attack performed by the Overlord troops. They do not suffer damage from wounds inflicted by heroes.



* **Curse:** If at least one of the animal form tiles is placed unbloody side faceup at the beginning of each activation of the Sorcerer tile, the Overlord carries out the following steps:

1- The Overlord chooses one of the animal form tiles unbloody side faceup and turns it bloody side faceup.

2- The model representing the Sorcerer is then replaced by the animal form model corresponding to the animal form tile that has just been turned bloody side faceup. This model now represents the Sorcerer. The Sorcerer's turn will be played in the current animal form.

3- While the Sorcerer is represented by an animal form model, all the characteristics of the animal form tile (movement, armor, attack and skills) corresponding to the animal form model that represents the Sorcerer, replace all the characteristics of the Sorcerer tile (movement, armor, attack, spells and skills). If Mitra's Halo is activated when the Sorcerer is transformed, it is automatically deactivated.

Special Rules (part 2) :

If all the animal form tiles are placed bloody side faceup at the beginning of each activation of the Sorcerer tile, the Overlord carries out the following steps:

- 1- The Overlord turns all the animal form tiles unbloody side faceup.
 - 2- The model that represents the Sorcerer is replaced by the model of the Sorcerer. The Sorcerer's turn is then played in the form of the Sorcerer.
 - 3- While the Sorcerer is represented by the model of the Sorcerer, the characteristics of the Sorcerer tile (movement, armor, attack, spells and skills) are used for all that concerns the Sorcerer.
- * **Warding off the curse:** To ward off the curse the Overlord must sacrifice a pirate on each of the three altars. For this the pirate must be in the same area as a altars token ❶ and the Overlord must kill them using a melee attack. When a pirate is sacrificed on an altar, the altar token is removed from the board as well as the animal tile and model corresponding to the altar token (1-Camel, 2-Giant Scorpion, 3-Giant Spider). If the animal form model that must be removed from the game corresponds to the current form of the Sorcerer, it is then replaced on the board by the model of the Sorcerer.
 - * **Escorting the Pirates:** If an Overlord unit starts its activation phase in the same area as a pirate, the Overlord can decide to move the pirate model at the same time as the activated unit. The pirate makes the same move (or part of the move) as the Overlord unit. If the Overlord uses a Movement benefit for the activated unit, the pirate can follow the unit without the Overlord moving an additional gem for the pirate's move. At any moment of the unit's move, the Overlord can decide that the pirate will no longer follow the unit in question and so stop the pirate. It must not be forgotten that pirates do not count for hindering. An Overlord model can only move one pirate with them and each pirate can only be moved once per tile activation.
 - * **Attacking the Sorcerer:** When the Sorcerer is represented by an animal form model the heroes cannot target it with an attack (Melee or Ranged).
 - * **Altar:** A hero in the same area as an altar can perform a simple Manipulation to activate the altar. If a hero activates the altar corresponding to the current form of the Sorcerer (1-Camel, 2-Giant Scorpion, 3-Giant Spider) then the animal form model is replaced by that of the Sorcerer.
 - * **Lines of Sight:** A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.
 - * **Leaping from Walls:** A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead.
 - * **Rock Slide:** A character can move into a rock side area  from an adjacent area. The character must spend 2 extra movement points unless the character has Climbing.
 - * **Chests:** During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 1 Battle Axe, 1 Turanian Sword, 1 Tribal Mace, and 1 Zingarian Bow.





Far from the disturbing ancestral lands occupied by the Pict people, there is a cursed place that the fierce painted warriors avoid. The territory of a solitary witch living among wolves. An Aquilonian who had long been exiled and turned towards the children of wild nature rather than towards men. Yet Zelata, for such is her name, is not a disciple of black magic; and if she does not seek quarrel with the neighboring Pict clans, they nevertheless vow a superstitious fear to her. She is the White Witch coming from the East, who speaks to nature and animals as well as to spirits.

So, when Zelata learns that the Shaman of the Crows clan has invoked a Swamp Demon, she cannot decently stand idly by. It does not matter to her that the Pict tribes spend their time confronting each other, but the presence of such a vile and unpredictable creature is a threat she cannot tolerate. For sooner or later this abomination will attract the attention of the Friars of the Night to her existence and these gods of darkness haunting the Black Country plateaus will wish to feed on her soul and imprison it forever in the Chasm of Specters.

Gathering her children around her, she decides to move into action.



Winning the Game:



If Zelata kills the Swamp Demon before the end of round 6, the hero wins the game.



If the Overlord prevents Zelata from killing the Swamp Demon, or kills all the Giant Wolves before the end of round 6, the Overlord wins the game.



The game starts with the hero's turn.

Suggestion for 1 hero:

- Zelata (2 spells: Mitra's Halo and Bel's Caress) with 10 Giant Wolves. Zelata starts with Mitra's Halo cast.



After setup, the hero moves no gem from their Reserve zone to their Fatigue zone.



The Overlord starts with 7 gems in their Reserve zone and 1 in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.



Reinforcement: 3 reinforcement points .

Forced march: The Overlord choses a unit tile. All the models of this unit tile may move according to their base movement value.



Special rules:

Giant Wolf: During setup, the hero places two Giant Wolves tiles next to Zelata's hero sheet. When Zelata uses her Leadership skill to activate the Giant Wolves by spending one gem, she activates two Giant Wolves characters instead of one. She must move both Giant Wolves, then perform their attack. Each Giant Wolf can only be activated once per hero's turn. The Giant Wolves follow the standard rules of the Allies for rerolls, Guard an additional movement points.

As soon as 5 Giant Wolves have been killed, the hero removes a Giant Wolves tile from the game. From this point on, when Zelata uses her Leadership skill to activate the Giant Wolves by spending one gem, she only activates one Giant Wolf character.

Wolf Pack: When Zelata is in the same area as a Giant Wolf, she gains the Protected skill. When there are strictly more Giant Wolves characters than Overlord's characters in one area:

- ★ The Armor Value of the Giant Wolves is 2 against Melee attacks.
- ★ The Armor Value of their target in Melee attack is reduced by 1.

Shaman's Staff: During setup, the Overlord places the Withering Spell card next to the board. The character carrying the Shaman's Staff gains the Withering spell.

Censer: During setup, the Overlord places the Pestilential Swarm card next to the board. The character carrying the Censer gains the Pestilential Swarm spell.

Totem: During setup, the Overlord places 4 totems  as indicated on the map. If Zelata is in the same area as a Totem, she may perform a complex Manipulation of difficulty 2 to destroy that Totem. When a Totem is destroyed, the Overlord removes that Totem from the board, then the Swamp Demon suffers 2 wounds with no possible defense.

Water areas: A character must spend 1 extra movement point to move out of a water area. A character can move from a water area to an adjacent wood area by spending 2 extra movement points.

Leap: Leaping over the water area around the altar in a single movement is not possible. The character must stop in the altar area before performing a second leap.

Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.

Chests: During setup, the Overlord places 3 chests as indicated by the setup diagram. The asset deck contains 1 Shaman's Staff, 1 Censer and 1 Life Potion.



The man with the broad shoulders grimaces protruding his muscles so as to break the ties that hinder him. His clothes are of quality, but of simple craftsmanship and he does not wear rings, or finery to the exception of a silver headband which encircles his head, holding his black square-cut mane. No Pict would be able to recognize in him the King of Aquilonia. Still, it is Conan, trying to escape the ferocious warriors of the Panther clan, who treacherously captured him the day before.

Weary of his royal obligations and state affairs, Conan found a pretext to get away from Tarantia and regain some of his original freedom. He rode relentlessly, his lion at his side, to rejoin the still wild province of Thandara where several Aquilonian colonists settled after the fall of the Conajohara. The Thandara, the one who in the old days at once stood up for Conan, when he opposed King Numedides.

When the Cimmerian finally breaks his bonds, he cannot help but to let go of a sonorous blasphemy, for he knows that the altar blackened by flames and stained with blood that sits in the center of the village awaits his imminent sacrifice. But he also knows that he can rely on another prisoner to get himself out of a bad situation; a young man, also a captive of the Picts, reminding him tremendously of Balthus, who was his valiant brother-in-arms during the fighting on the Black River banks.



Winning the Game:



If at least one hero flees with three Sacred Treasures before the end of turn 7; the heroes win the game.



If the Overlord prevents the heroes from fleeing with three sacred treasures at the end of turn 7; the Overlord wins the game.



The game starts with the heroes' turn.

Suggestion for 2 heroes:

- Amra the Lion: (Leather Armor) with Conan's Lion
- Balthus: (Leather Armor) with Slasher



After setup, the heroes move no gem from their Reserve zone to their Fatigue zone.



The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 3 reinforcement points .



Zogar Sag has one spell: Set's Bite



Special Rules:

Sacred Treasures: The three Sacred Treasure, the Pictish Fetish, and the Ahriman's Heart are considered Sacred Treasures. During setup, the Overlord places one Sacred Treasure card on the same areas as the tokens ①, ② et ③ as well as the Pictish Fetish and the Ahriman's Heart next to the board.

Equipment: During setup, the Overlord places the following cards on the area ④: 1 Axe, 1 Zingarian Bow, and 1 Life Potion.

Stone: During setup, the Overlord places a Stone token  in each of the stone Huts as indicated by the setup diagram. These stones are considered Equipment cards with an encumbrance value of 2. When a hero carries a stone, they no longer suffer the penalty for Melee Attack without a weapon card.

Zogar Sag : When Zogar Sag dies, the Overlord immediately places the Pictish Fetish card in Zogar Sag's area.

Forest Demon: When the Forest Demon dies, the Overlord immediately places the Ahriman Heart card in the Forest Demon's area.

Door: Slasher and Conan's Lion are imprisoned. As long as the door  is in play, the animals cannot be activated. Conan and Balthus cannot use their Leadership skills. The Door is considered impassable. A hero in an area adjacent to the door can perform a complex Manipulation with a difficulty of 2 to remove that door from the board. The heroes may use their Leadership skills to activate Conan's Lion and Slasher.

Slasher: Only Balthus can activate Slasher. If Balthus dies, Slasher has no longer reason to fight and is immediately removed from the game.

Conan's Lion: Only Amra the Lion can activate Conan's Lion. If Amra the Lion dies, Conan's Lion has no longer reason to fight and is immediately removed from the game.

Fleeing the Village: A model can flee the village from one of the three village entrance areas (northwest, southwest and east) by spending movement points as though the model was moving across a border. The model is then removed from the board. Once a model has fled, the model cannot be returned to the board.

Flaps: To enter or leave a hut, a hero must spend 1 extra Movement point because of the Flaps. The Flaps at the entrance of each Hut block the Line of Sight.

Climb: A character with Climb can move across boulders  as though they were a border by spending 2 extra movement points.

Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.

Tony Berart



Captain Zaporavo exults! He, the mercenary hired by the king of Zingara, succeeded in capturing a general of the Aquilonian army. Constantly fomenting upheavals in the province of Poitain, so as to engender a diplomatic incident with the powerful Aquilonia; Zaporavo succeeded in worrying King Numedides. The latter knows all too well that Zingara has been trying for a long time to win over him the control of this rich region, without daring to launch into an open war.

To put an end to the threat, the Aquilonian king decided to send an army corps with at its head the barbarian of the North who underwent a dazzling ascent in his troops. However, the king underestimated the gravity of the threat, thinking only to be dealing with a group of cut-throats led by a renegade in search of redemption. Unless he took umbrage at the recent popularity of General Conan. His choice to solely send a small contingent ended in failure. His soldiers, fallen in a trap, were cut to pieces by the mercenaries, and Conan was captured.

Since Numedides was not willing to pay any ransom for this general who had become too cumbersome, some loyal of Conan decided to go to the fortress where he was detained. But Zaporavo had anticipated such a reaction, and had provided for a warning system so as to be able to gather the Zingarian troops stationed not far from his lair.



Winning the Game:



If Zaporavo sounds the alarm before the end of round 6 or prevents Conan from being freed before the end of turn 6; the hero wins the game.



If the Overlord frees Conan or kills Zaporavo before the end of round 6; the Overlord wins the game.



The game starts with the hero's turn.

Suggestion:

• Zaporavo: (Zingarian Breastplate, Pirate Saber and Cape) with Amboola, Kothian Archer and 10 Pirates

After setup, the hero moves no gem from their Reserve zone to their Fatigue zone.



The Overlord starts with 6 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 3 reinforcement points

Return of the Dragons: 3 Black Dragons come into play as reinforcements.

New Energy: The Overlord immediately activates Valeria, Balthus or Pallantides (without moving the corresponding tile in the river).



Special Rules:

Warning Fire: During setup, the Overlord places 3 Warning Fire tokens as indicated by the setup diagram. The hero in a Warning Fire token's area may perform a complex Manipulation with a difficulty of 2 to light the fire. When a warning fire is lit, the hero removes the corresponding token from the board.

Activating Levers: During setup, the Overlord places 3 Lever tokens as indicated by the setup diagram. At the end of the Overlord's turn, if there are more models of the Overlord's side than models of the hero's side in an area with a Lever token, then that lever is activated and the Overlord removes that Lever token from the board.

Sounding the Alarm: The hero sounds the alarm when the 3 Warning Fires are lit.

Freeing Conan: Conan is freed when the 3 levers have been activated.

Pirates: When the Hero uses Zaporavo's Leadership skill to activate Pirates by spending one gem, they activate a Pirate model plus one model per lit Warning Fire instead of a single one. They must move all the activated Pirate models and then perform their attacks. Each Pirate can only be activated once per hero's turn. Regarding the purchase of Rerolls, Guard and Movement Points, Pirates follow the usual rules of the Allies.

Leadership Cape: During setup, the hero places 3 red gems on the Cape card. The hero can use the gems placed on the Cape card only to activate Pirates. When the hero with the Cape wants to use these red gems to activate Pirates, they transfer the red gems from the Cape card to the Pirates tile. The hero may use both red gems and his own energy gems to activate the Pirates. During the Hero's End/Start Phases, the hero with the Cape transfers the red gems placed on the Pirates tile to the Cape card. The red gems are never taken into account when calculating a hero's life points.

Leaping from/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage with no possible defense. If the character has Leap, the character rolls instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 1 extra Movement point.

Pit: A character must spend 1 extra Movement point to move out of the pit area.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains 1 Life Potion, 1 Shield and 1 Turanian Sword.

Tony Berant



Under the low ceiling, blackened by the smoke of a sordid dive engulfed in the tortuous alleys of Peshkhauri, the atmosphere suddenly strains. The dark, inscrutable face of the Cimmerian colossus, with an air as untamed as redoubtable, turns into a ferocious rictus. Surrounded by Turanian bandits, he addresses a man standing on the balcony overlooking the room: "We have fulfilled our part of the deal and braved the Kshatriyas warriors in order to seize these treasure chests crucial for your intrigues in Vendhya. So, by Crom, either you pay what you owe us or we shall take our due!"

"Take your due?" sneers the lord of Conan and of his redoubtable comrades in arms. "I have provided you with the help of this Nemedian thief standing by my side, so I believe it necessary that you revise your price downwards, for without him you would not have succeeded. Or maybe would you rather discuss with my masters, the Black Prophets?"

The man then turns around and walks away barking: "Throw these tramps out, they do not deserve the price for their services". At these words, the Turanian closest to Conan spits at his feet, but reacting swiftly, the barbarian punches him in the face and breaks his jaw; true to his former reputation as Iron Hand. Then the tavern soon resounds with the clatter of knocked-over benches, trampling, screams and curse words in a furious fray.



Winning the Game:



If the heroes flee with both Treasure Chests before the end of turn 7; the heroes win the game.



If the Overlord prevents the heroes from fleeing with both Treasure Chest before the end of turn 7; the Overlord wins the game.



The game starts with the heroes' turn.

Suggested heroes:

- Conan mercenary
- Constantius
- Olgerd Vladislav
- Amboola

 After setup, each hero moves 6 gems from their Reserve zone to their Fatigue zone.



 The Overlord starts with 7 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: The Overlord chooses up to three laid down models and stands them up. If a reinforced model belongs to a tile flipped to its "bloodied" face, the Overlord flips that tile over to its non "bloodied" face.



Khemsas has 2 spells: Bori's Rage and Inversion.



Special Rules (part 1):

Fist-fight: Heroes have no equipment in this scenario. However, they ignore penalties from unarmed attacks. If a hero's life points are reduced to zero, they are considered "out of combat" and their model is laid down in their area of the board. They are not considered dead (therefore, the number of gems that their companions recover do not change) and they will have to declare themselves Cautious during the next Heroes' Stance Phase.

If a Bossonian Guard or a Pirate has their life points reduced to zero, they are not dead and their model is laid down in their area. If all the models of a tile are laid down, the Overlord flips the tile over to its « bloodied » face then places it to the right, at the end of their River.

When Khemsas or Taurus have their life points reduced to zero, they are removed from the game and their tile is flipped over to its "bloodied" face, then placed to the right, at the end of their River.

A laid down model is not taken into account for Hindering and Occupied areas.

Dredging the River: If the Overlord removes the Pirate or Bossonian Guard tiles when dredging the River, they must then remove from the board all the laid down models corresponding to the removed tile.

Recovery of the heroes: When a hero declares themselves Cautious during the Heroes' Stance phase, they may choose to either move 5 gems from their Fatigue zone to their Reserve zone or move all their gems from their Wound zone to their Fatigue zone.

Treasure Chests: During setup, the Overlord places 2 Treasure Chest tokens  as indicated in the setup diagram. The Treasure Chest token is considered an object with an encumbrance of 10. A hero in a Treasure Chest token's area may perform a simple Manipulation to pick it up. A hero carrying a treasure chest cannot perform a Melee Attack.

If a hero carrying a treasure chest is the target of the Inversion spell, they drop the treasure chest in their area, then the Inversion spell is resolved.

If a hero carrying the treasure chest is "out of combat", they drop the treasure chest in their area.

Special Rules (part 2):

Alcohol Cask: A hero in an Alcohol Cask token's  area may perform a simple Manipulation to take the Alcohol Cask token from the board and place it on their Hero's sheet. The hero then moves 2 gems from their Fatigue zone to their Reserve zone (in priority move the gems from the Fatigue zone, then the ones from the Action spaces if the Fatigue zone is empty).

Hangover: The Overlord may remove an Alcohol Cask token from a hero's sheet to force that hero to Reroll right after the free Rerolls and before any Reroll actions.

Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.

Leaping from/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls  for falling damage. If the character has Leap, the character rolls  instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.

Leaping from/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor as though it were a border. The character rolls  for falling damage. If the character has leap, the character rolls  instead. A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.

Bar: A character with or without Leap or Climb may move onto the Bar areas or a table area by spending 1 extra movement point. These areas provide an Elevation bonus of . A character in the bar's area or in a table's area, with or without Reach, may attack a character in an adjacent area with a Melee Attack. These areas do not block line of sight. A character may exit these areas with no movement penalty.

Bar Stools: A character in a chair token's area may pick it up for free when performing a Melee Attack. The chair token is immediately returned to the box and that character benefits from the chair's attack bonus of  (in addition to any weapon's Melee Attack bonus).

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains 3 explosive Orbs.



Tony Berast



A satisfied smile appears on the emaciated face of Pelias the Sorcerer, a mighty mage of Koth's court. Centenary codices, discovered in the pre-human ruins of the Dagoth hill, took him to Stygia on the trail of the fabulous gem called the Heart of Ahriman. Joining forces with an old Aquilonian who, like him, wanted to find the artefact so as to shelter it; together they defeated vile servants of Set who haunted the forgotten tomb in which the Heart was buried.

To regain Khorshemish, they boarded a merchant ship sailing towards Shem. Suddenly, as their boat leaves the coast of Stygia, the look-out lets-out an alert cry. A long mortal form appeared on starboard, a serpentine and slender galley, rapidly propelled by forty oars on each side. At the top of its mast, a long scarlet pennon floats. "By Ishtar!" yells the captain, turning pale, "It's the Tigress! The ship of this she-devil named Bêlit."

The captain's exhortations to the crew are in vain. No maneuver will prevent the boarding. "We are lost, the Queen of the Black Coast gives no quarter." At these words, one glance is enough for Pelias to indicate Zelata that he has no choice but to use his most powerful invocation, but also the riskier one, so that all have a chance to defend the ship, as well as their lives.



Winning the Game:



If at least one Sailor is alive at the end of turn 6; the heroes win the game.



If all Sailors are dead before the end of turn 6; the Overlord wins the game.



Suggested heroes and Equipment:

- Zelata (Dagger, Mitra's Staff and 4 spells: Mitra's Halo, Bori's Rage, Teleportation, and Bel's Caress) with Zelata's Wolf
- Pelias (Sacrificial Dagger, Ahriman's Heart and 4 spells: Set's Bite, Teleportation, Set's Halo, and Hand of Death).



After setup, each hero moves 3 gems from their Reserve zone to their Fatigue zone.

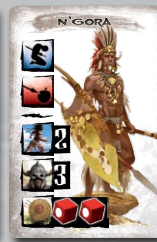


The game starts with the Overlord's turn. The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a value of "7" in the Book of Skelos.



Reinforcement: 3 reinforcement points

Forced march: The Overlord choses a unit tile. All the models of this unit tile may move according to their base movement value. The Overlord can use the Movement benefit.



4



4



Special Rules:

Thaug : During setup, the heroes place the Tentacles models and the Thaug model as indicated by the setup diagram. The Thaug model is placed straddling the two areas to the East. These two areas are considered occupied. the heroes place Thaug's Life Point marker on the position "8" of the turn track. The heroes place the Thaug's tile next to their heroes' sheets and place 4 red gems on it. The heroes place the Dagon's Attack and Return of the Brave spell cards next to Thaug's tile; these are the spells Thaug has.



The heroes place the Tentacles tile next to the Thaug's tile. Thaug is immediately activated if it is on the board at the start of the heroes' turn. It cannot move but can perform Melee Attacks and may use the red gems on its tile to cast spells.

If Thaug is on the board at the end of the heroes' turn, the heroes move the red gems from Thaug's spells to Thaug's tile, then:

- * if there is at least on blue gem on the Ahriman's Heart, the heroes move this or these gems to Pelias' Wound zone,
- * if there is no blue gem on the Ahriman's Heart, then the heroes remove The Thaug and Tentacles models from the game and flip the Ahriman's Heart card facedown.

Sailors: During setup, the heroes place the Bossonian Guards as indicated by the setup diagram. They represent the Sailors. The Sailors have an Armor Value of 1 and 1 Life point. Sailors cannot be activated nor defended but can be the target of the heroes' attacks as well as of the Overlord Units.

Ahriman's Heart: Pelias cannot drop nor give the Ahriman's Heart. If Pelias dies, the Ahriman's Heart is destroyed.

Sacrificial Dagger: Pelias cannot drop nor give the Sacrificial Dagger. If Pelias dies, the Sacrificial Dagger is destroyed.

Sacrifice : If the Ahriman's Heart card is faceup and Pelias kills a Sailor or a model of the Overlord using the Sacrificial Dagger, Pelias moves one of his blue gems to the Ahriman's Heart card. Pelias takes in priority a gem from his Fatigue zone.

Mitra's Staff: Zelata cannot drop nor give the Mitra's Staff. If Zelata dies, the Mitra's Staff is destroyed.

During setup, the hero controlling Zelata places 2 red gems on the Mitra's Staff card. The hero controlling Zelata may use the gems placed on the Mitra's Staff card only to cast spells. When the hero controlling Zelata uses these red gems, they move them from the Mitra's Staff card to the Spell card. These gems count towards the Spell card's Exertion Limit. The hero controlling Zelata may use both red gems from the Mitra's Staff and their own Energy gems to cast a spell. During the End phase of the Heroes' turn, the hero controlling Zelata moves the red gems from the Spell cards to the Mitra's Staff card. The red gems of the Mitra's Staff are never taken into account when calculating Zelata's life points.

Spellbook: During the setup, the Overlord places the Lightning Storm card next to the board. When a hero picks up the Spellbook, they also place the Lightning Storm Spell card next to their hero's sheet. That hero can now cast that spell.

Chests: During setup, the Overlord places 1 chest on the board as indicated by the setup diagram. The asset deck contains: 1 Spellbook.

Tony Berant



Akivasha has not forgotten the vigorous barbarian of the North of which she tried to feed herself in her lair, under the pyramid of Khemi. She who courted death to earn life, dead so as to be able to live forever, grew weary of the blood of priests or captive young men screaming at her feet. determined to renew her youth with Conan's blood, and to punish the offense to Set when the Cimmerian killed one of its children and some of its priests; the ancient princess left her damned lair.

After joining Tarantia and under cover of darkness, she slips into a tavern where Conan is to join wizard friends to discuss with them his natural distrust of the magical arts. However, all are unaware that Akivasha, hidden in the shadows, has just released the most powerful and abominable sorcery from the black crypts of Stygia. A terrible spell of domination forcing all the occupants of the inn to obey her. Then, when the Cimmerian at last arrives, her rage prevails.

Gone mad by ten thousand years of an eternal life which is only an impious perversion, the fruit of Darkness and cosmic soiling; she launches into the complex invocation of a swamp demon. Seeking to extricate the monster from the Land of Mists so that it materializes here on earth to defeat Conan and exterminate all the occupants of the tavern.



Winning the Game:



If the heroes prevent the invocation of the Swamp Demon, or if the Swamp Demon dies before the end of turn 8; the heroes win the game.



If the Overlord invokes the Swamp Demon and the Swamp Demon is alive at the end of turn 8; the Overlord wins the game.



The game starts with the heroes' turn.

Suggested heroes and Equipment:

- Conan the general (Conan's Sword and Chain Mail) with the Kothian Archer
- Pallantides (Sword and Shield)



After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.



 The Overlord starts with 7 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a value of "5" in the Book of Skelos.



Reinforcement: 2 reinforcement points .

Domination : see Special Rules



Hadrathus has 1 spell: Lightning Storm.



Zelata has 1 spell: Hand of Death.



Ageera has 1 spell: Bori's Rage.



Akivasha has 1 spell: Return of the Brave.



Special Rules: (part 1) :

Invocation: At the end of turn 5, the Overlord removes from the board all their models located in an area of their choice where one of their model with Spell Caster is also located, including the Spell Caster's model. The number of models removed from the board corresponds to the number of life points of the Swamp Demon. The Overlord places the Swamp Demon Life Point marker  on the corresponding position of the turn track. Then, the Overlord replaces the removed Spell Caster's tile in the River with the Swamp Demon's tile.



Deliverance: A hero in the same area as one of the Sorcerers under Domination (Hadrathus, Zelata and Ageera at the beginning of the scenario) may perform a complex Manipulation with a difficulty of 2 (Hadrathus, Zelata and Ageera are taken into account for Hindering) to deliver the Sorcerer from Akivasha's hypnosis. When a Sorcerer is freed from Akivasha's domination, the hero who performed the complex Manipulation takes the tile corresponding to the Sorcerer from the Overlord's River as well as the Spell card linked to that Sorcerer and places them next to their hero's sheet. From that moment, that Sorcerer is considered an Ally Sorcerer of the heroes and is controlled by the hero who just freed them. The Life Point marker of the freed Ally Sorcerer remains in the same position on the turn track.

Ally: For this scenario, when a hero activates an Ally Sorcerer, that hero may move one gem from their Reserve Zone to the Spell card linked to that Sorcerer to cast that spell, without taking into account the cost of the Spell and its exertion limit. This is the only way an Ally Sorcerer can cast a spell. Each Spell can only be cast once per Ally Sorcerer's activation and each Ally Sorcerer can only be activated once per Heroes' turn.

Special Rules: (part 2) :

Domination: Akivasha imposes her domination over an Ally Sorcerer of the heroes. The Overlord chooses one of the Sorcerers (Hadrathus, Zelata or Ageera) in the line of sight of Akivasha, takes that Ally Sorcerer's tile from the hero and places it in their River at the position of the Event tile before its activation (the Event tile is still moved to the right, at the end of the River). They also take the Spell card linked to that Ally Sorcerer and places it next to the Book of Skelos. The Life Point marker of the Sorcerer remains in the same position on the turn track and the Sorcerer is now considered a Unit of the Overlord.

Explosive Orb: The Overlord's models in the area effect of the Explosive Orb have their Armor Value temporarily reduced to 0 to calculate the attack power of the Orb.

Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.

Leaping from/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.

Leaping from/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor as though it were a border. The character rolls   for falling damage. If the character has leap, the character rolls  instead. A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.

Bar: A character with or without Leap or Climb may move onto the Bar areas or a table area by spending 1 extra movement point. These areas provide an Elevation bonus of . A character in the bar's area or in a table's area, with or without Reach, may attack a character in an adjacent area with a Melee Attack. These areas do not block line of sight. A character may exit these areas with no movement penalty.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains: 1 Life Potion, 1 Bossonian Bow and 1 Explosive Orb.

Tony Berart





In the Khorshemish region, a small group of individuals climb steep slopes flanking a decrepit fortress. Conan the Cimmerian leads the way. He came to help his friend Pelias, the powerful mage of the Court of Koth. The latter is accompanied by his impetuous defender stamping his feet furiously, a young man from the Aquilonian province of Tauran. If the boy seems to be a nervous wreck, it is because he fell madly in love with a companion of the magus, but the latter was abducted by a vile mercenary known as Constantius. This brigand is in the habit, among other misdeeds, to supply the Zamorian brothels or the Turanian seraglios with the young women he succeeds in abducting.

Pelias knows that unfortunately he cannot solicit the King's help in this matter, for the monarch is a miser in terms of men and money and as such he has some consideration for Constantius who executes all his dirty works at the cheapest price possible. This is why the magician has decided to act by himself, to both help his faithful defender in finding his sweetheart and punish the human being trafficker.

As the group arrives at the gates of the citadel, he is tackled by a large gray ape, obviously trained by Constantius, who uses its superhuman strength to throw kegs filled with pitch at them.



Objectifs :



If Gitara flees the citadel before the end of turn 6; the heroes win the game.



If the Overlord prevents Gitara from fleeing the Citadel or if Gitara dies before the end of turn 6; the Overlord wins the game.



The game starts with the heroes' turn.

Suggested heroes and Equipment:

- Conan the General (Conan's Sword)
- Pelias (Dagger, Black Staff and 3 Spells: Set's Bite, Set's Halo and Eel Skin. Pelias starts the game with Set's Halo activated)
- Bêlit (Ornamental Spear)
- Balthus (Zingarian Bow)



After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 6 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 2 Reinforcement points (see special rules)



Special Rules (part 1) :

Keg of Pitch: If the Gray Man-Ape is on the same area as a Keg of Pitch token , the Overlord may choose to replace his attack to throw the keg in an area in the Gray Man-Ape's line of sight. The Overlord follows the same rules for throwing an object as the heroes and rolls the Melee attack Value of the Gray Man-Ape to determine the distance of the throwing. The keg of pitch immediately explodes in the area it is thrown in.

If a model of the Overlord is in the same area as a Keg of Pitch token, the Overlord may choose to replace the model's Melee attack so that the keg explodes.

When a keg of pitch explodes, all the models in the area of the keg are the target of an area attack of . The usual defenses against the area attacks may be used. The Keg of Pitch token is then removed from play.

A hero in a keg of pitch's area may perform a simple manipulation to pick it up and transport it; the hero places the Keg of Pitch's token on their hero's sheet. A keg of pitch has an encumbrance of 6. If a hero suffers a wound while carrying a keg of pitch, they immediately put it down in the area where the hero is located, without the keg of pitch exploding.

Gitara's Cell: The door holding Gitara captive is reinforced. A hero in the area next to the door token may perform a complex Manipulation with a difficulty of 3 to remove that door from the board.

Gitara: During setup, the Overlord places Gitara's tile next to the board. As long as Gitara's door remains closed, Gitara cannot be attacked nor be wounded.

As soon as the door is removed from the board, the heroes take the Gitara tile who becomes an ally of the heroes and may be activated once per Heroes' turn. A hero with Leadership can activate Gitara by moving one gem from their Reserve zone to their Fatigue zone. Similarly, they may purchase additional Movement points for Gitara by moving gems from their Reserve zone to their Fatigue zone.



A hero in Gitara's area gains the Bodyguard skill. Only heroes with Bodyguard can spend gems to defend Gitara by using that skill.

Reinforcement: The Overlord may bring back reinforcements in any of the areas marked , or . If the Overlord chooses to bring back reinforcement in the areas marked or , they remove the corresponding token and replaces it with a Portcullis token . The portcullis is now considered lowered. The Overlord can no longer bring back reinforcements in that area and the heroes can no longer flee from that area.

Destroying a Portcullis: A hero in the area next to a Portcullis token and carrying a keg of pitch may perform a complex Manipulation with a difficulty of 3 to destroy the portcullis and remove that Portcullis token from the board. The explosion of the keg does not cause any damage to the models in that area and the Pitch of Keg token is discarded. The heroes can now flee from that area.

Special Rules (part 2) :

Fleeing the Citadel: A hero or an ally model can flee the citadel from one of the outer areas to the west of the board by spending movement points as though the model was moving across a border. The model is then removed from the board. Once a model has fled, the model cannot be returned to the board. The Units of the Overlord cannot flee from the citadel. A hero or an ally model can flee in the same way by one of the areas marked by ❶ and ❷ tokens on the setup diagram if that area does not contain a Portcullis token



Leaping From/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls 2d6 for falling damage. If the character has Leap, the character rolls 1d6 instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 1 extra movement point.

Pit: A character must spend 1 extra movement point to move out of the pit area.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains: 1 Life Potion, 1 Leather Armor and 1 Mitra's Mace.

Tony Berart





In the heart of Stygia and guided by Conan the Cimmerian, the priest of Asura named Hadrathus follows on the heels of the sinister King-Priest who reigned over Kuthchemes three thousand years ago. The resurrection of the latter did not go unnoticed in the eyes of those who watch the activity of the cult of Set. For, if today Set no longer exerts a hold over the world as in the past; the return of one of its most faithful and ferocious followers could announce the advent of a new dark age.

This is why the disciples of Asura decided to strike as soon as they got wind of the return of Thugra Khotan. He who reigned in terror and blood, sacrificing hundreds of captives to the great glory of the Serpent-God. Unable to raise enough men, in the kingdom where Set is still venerated and so as to put an end to the threat; the disciples of Asura chose to send the best of them, accompanied by Conan; an excellent tracker and a redoubtable warrior.

It is not far from the sanctuary of Set, the oasis of Aphaka, that both men join the one who is now known as Notohk. After coming back to life and in a hurry to recover his terrible powers, he hid in this remote place to reenergize and prepare for his return. Unfortunately, and to Hadrathus greatest surprise, the vile sorcerer already has enough power to raise the dead, even if to that end he must use magical artifacts.



Winning the Game:



If the 3 altars are destroyed before the end of turn 6; the heroes win the game.



If at least 1 altar is not destroyed at the end of turn 6; the Overlord wins the game.



The game starts with the heroes' turn.

Suggested heroes and Equipment:

- Conan the wanderer: (Battle Axe and Leather Armor)
- Hadrathus: (Mitra's Staff, Sword and 4 spells: Eel Skin, Set's Halo, Bel's Caress and Mitra's Healing).

 After setup, each hero moves 3 gems from their Reserve zone to their Fatigue zone.



 The Overlord starts with 7 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 3 reinforcement points  (see special rules)



Nahtok has 2 spells: Set's Bite and Teleportation.



Règles spéciales :

Altar: During setup, the Overlord places the Altars tokens  as indicated by the setup diagram. A hero in an Altar token's area may perform a complex Manipulation with a difficulty of 2 to destroy that altar and remove that Altar token from the board.

Skeletons: When a Skeleton dies, the Overlord lays the model down in its area instead of removing it from the board. The model is no longer considered in play, cannot be activated, does not count regarding occupied areas and when calculating hindering.

Reinforcement: When the Overlord uses Reinforcement, they can spend up to 3 Reinforcement points only to bring back into play Skeleton models of the same tile. To do so, they stand up 1 Skeleton model laid down on the board per spent Reinforcement point. Therefore, in this scenario, Mummies cannot return as Reinforcement.

Hut Flaps: A character must spend 1 extra movement point to move across a boarder into or out a hut. Moving across an opening token does not cost an extra movement point.

Climbing: A character with Climb can move across boulders  as though they were a border by spending 2 extra movement points.

Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the Wooden Huts.

Chests: During setup, the Overlord places 3 Chests on the board as indicated in the setup diagram. The asset deck contains: 2 Life Potions and 1 Explosive Orb.

Tony Berant



It is in the vast steppes that separate the sea of Vilay and the borders of the most oriental Hyborian kingdoms that the Kozaks arose in the course of the past half century. Groups of miscreants originally formed of fugitive criminals, devastated men, escaped slaves and deserters. Their nationalities are as varied as their crimes. Evolving in the wild immensity of the steppe and abiding only by their own laws, they have become powerful enough to dare defying Yezdigerd, the Great Monarch, constantly exhausting the Turkish border and retreating in the steppes when defeated.

It is at the head of such a group of vultures that Conan devotes himself to the pillaging of the caravans and the harassment of the Turanian outposts, but his choices are soon questioned by some of his lieutenants. While the Cimmerian wishes to march on the city of Akif to punish its lord, the mighty Shah Amurath, for acts of torture, mutilation, and quartering on more than one Kozak comrade, his right arms prefer an easy attack on their way to the Vezek outpost where the caravans pay their right of passage. Such a raid, dangerless, will provide abundant loot.

As the challenging of the authority of a Kozaks' hetman cannot be done in a peaceful manner, Conan is attacked by his men. He must react so as to reinstate his ascendancy and, first and foremost, escape death.



Winning the Game:



If Conan the Mercenary reduces the rebellion level to 0 before the end of turn 7; the hero wins the game.



If Conan the Mercenary dies before the end of turn 7 or the rebellion level is not reduced to 0 before the end of turn 7; the Overlord wins the game.



The game starts with the hero's turn.

Suggested hero and Equipment:

- Conan the Mercenary (Sword)



After setup, the hero moves 5 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 6 gems in their Reserve zone and 2 in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.



Reinforcement: 2 reinforcement points

Overpowering Conan: (see special rules).



Special Rules:

Recovery: During setup, the hero places 2 Recovery tokens next to their hero's sheet. During the hero's Recovery phase, each Recovery token placed next to their hero's sheet counts for a dead hero in terms of Recovery.

Rebellion Level: During setup, the Overlord places the Rebellion Level token on the position "8" of the turn track. This represents the current Rebellion Level.

The Rebellion Level is decreased by 1 if the hero kills at least two models of the Overlord other than Amboola, Kerim Shah and Balthus during the same hero's turn. The Rebellion Level is each time decreased by 2 when Amboola, Kerim Shah or Balthus dies. The Rebellion Level is each time decreased by 1, when Conan picks up the Axe, the Chain Mail or the Cape. The Rebellion Level is once increased by 1 when the hero has for the first time 6 gems in their Wound zone. The Rebellion Level is increased by 1 when both banners are burnt.

Legendary Equipment: During setup, the Overlord places as indicated by the setup diagram, the following Equipment cards: Cape, Chain Mail and Axe. This is Conan's Legendary Equipment which he will have to recover to establish his authority.

Overpowering Conan: When the Overlord activates this Event, they chose a tile. All the models of that tile immediately gain their base movement value. The Overlord can use the Movement benefit to purchase extra Movement points. Then, the Overlord creates a dice pool with a for each of their models located in the same area as the hero, then rolls that dice pool. The hero can then use the Guard benefit with no bonus attached to the Equipment, Armors included. If the Overlord's result is superior to the hero's, Conan bends his knees and is considered overpowered. Then, the hero removes from the game one of the Recovery tokens which are next to their hero's sheet. If Conan has been overpowered, the Event "Overpowering Conan" cannot be performed for the rest of the scenario.

Banners: During setup, the Overlord places on the board two Banner tokens as indicated by the setup diagram. If Amboola, Kerim Shah or Balthus are in an area with a Banner token, they can target the banner by performing a Melee attack and roll at least 3 symbols; the banner is burnt and the Banner token is removed from the game.

When the second banner is burnt, the hero removes from the game one of the Recovery tokens placed next to their hero's sheet.

Lines of Sight: A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.

Leaping from Walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character cannot move from a ground area to a wall area.

Rock Slide: A character can move into a rock slide area from an adjacent area. The character must spend 2 extra movement points unless the character has Climbing.

Chests: During setup, the Overlord places 2 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion.

Tony Berant

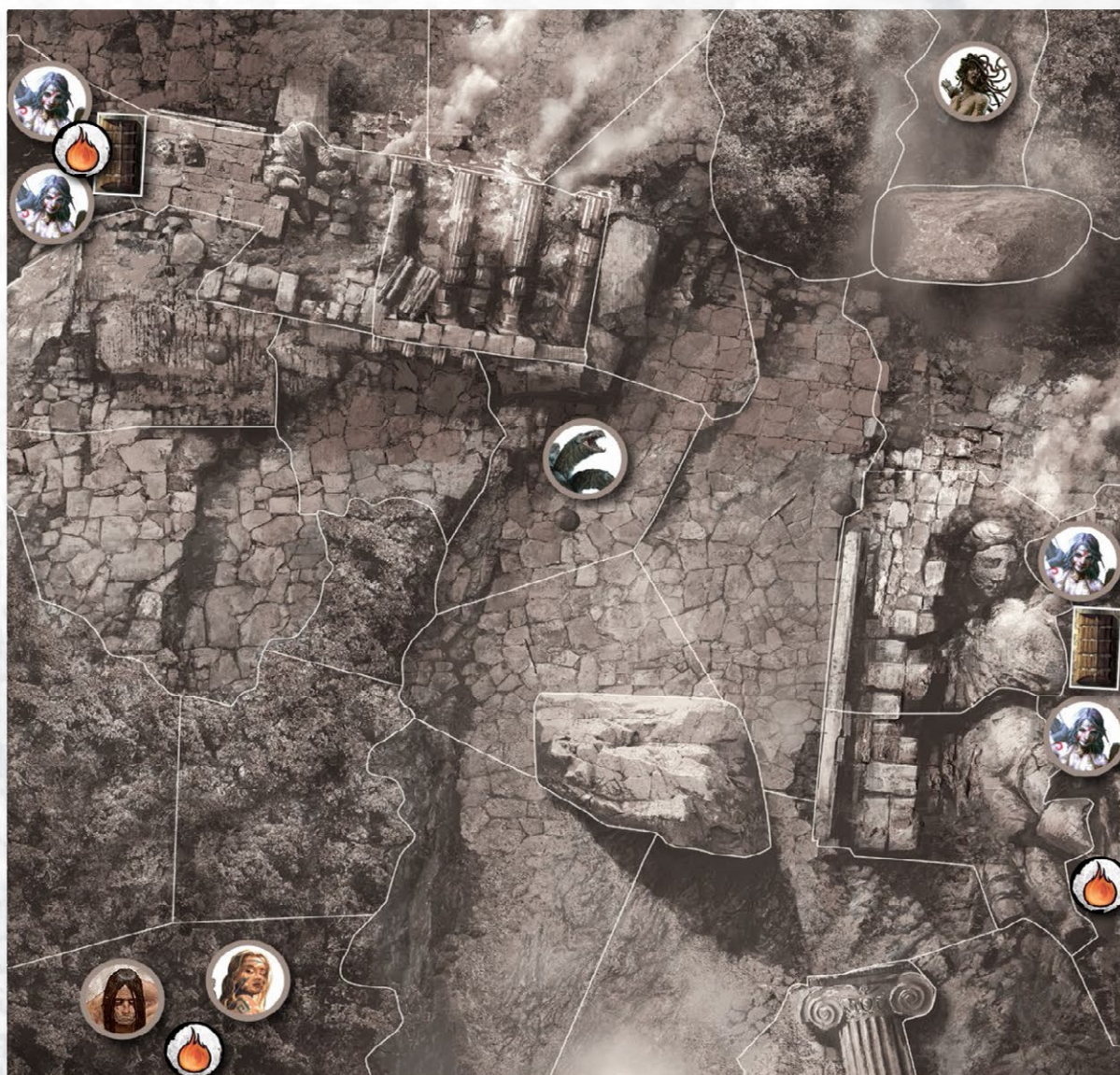


Conan, eager to establish new and fruitful relations between Aquilonia and the Black Realms, has embarked on a voyage for the coasts of Kush. He left from Khorotas river, which runs along the Aquilonian province of Poitain, with three royal ships. Being their former warlord, the Cimmerian hopes to renew bonds with the formidable Bamulas warrior tribe.

Unfortunately, while caught in a ferocious storm, the three ships sank and the majority of their crew perished. Only Conan, Queen Zenobia, and a handful of sailors managed to regain the mainland by clinging to pieces of wreckage. Having drifted far south, the group of survivors tries to find civilization through a lush and hostile jungle, but they soon find themselves chased by a most ferocious enemy. An enemy whom Conan didn't think existed.

While the sailors are quickly slaughtered by the legendary female warriors, Conan and Zenobia, an intrepid young woman abducted from the seraglio of the King of Nemedi, engage in a desperate escape. Faced with the unexpected resistance of these unusual prey, Medusa, a dreadful priestess of hideous reptilian appearance, resolves to use her darkest magics to summon the Dragon of the Amazons: a titanic ophidian creature endowed with several heads.

Conan and Zenobia, finally cornered, have no choice but to face the Amazons and their frightful dragon.



Winning the Game:



If a hero leaves the map with Medusa's head (encumbrance value of 2), or if all five heads of the Hydra have been removed (the 5 Hydra tiles are inactive) before the 8th turn; the heroes win the game.



If both heroes are dead or petrified; the Overlord wins the game.



The game begins with the heroes' turn. The heroes start in the areas indicated by the setup diagram.

Suggestions for 2 heroes:

- Conan (Sword, Javelin, Chain Mail, Life Potion)
- Zenobia (Parrying Dagger, Throwing Knives, Leather Armor, Life Potion). Use Atalanta to represent Zenobia.

 After set up, each hero moves 4 gems from their Reserve zone to their Fatigue zone.



 The Overlord starts with 9 gems in their Reserve zone and 2 in their Fatigue zone, and places a recovery token showing a recovery value of "3" in the Book of Skelos. The Overlord chooses the order of the Hydra tiles in the river.



Reinforcement: 4 reinforcement points .

Hydra's regeneration: one of the Hydra's heads regenerates (matching tile reactivates).

Medusa's gaze: (2 tokens  from Mythic Battles: Pantheon): One hero in Medusa's area is "petrified" (this event is only usable once per Overlord's turn).

On their turn, a petrified hero can only perform an inactive recovery. Only their passive defence is effective and usable. A petrified hero loses their petrified status as soon as they receive damage points. A hero can strike another petrified hero.



Special Rules:

- ★ **Chests:** During setup, the Overlord places 2 chests on the board as indicated by the setup diagram. The asset deck contains: the Xuthal crown, and a Shield. Xuthal crown (equivalent of mythological invisibility helmet): cancels every damage point its wearer may receive. Shield (mirror polished shield, equivalent of Perseus' shield): cancels Medusa's Petrification power for its wearer (it still provides its defensive bonus).
- ★ **Forests and Rocks:** These areas block line of sight.
- ★ **Climbing Rocks:** Rocks can be climbed at the additional cost of 1 movement point if the hero or unit has the climbing ability. Any character or unit that is on a Rock gets a bonus of a free  when performing range attacks against a unit on a lower level.
- ★ **Pick a Head:** A hero attacking the Hydra must declare which head they are striking before rolling the dice.

